NTVIC

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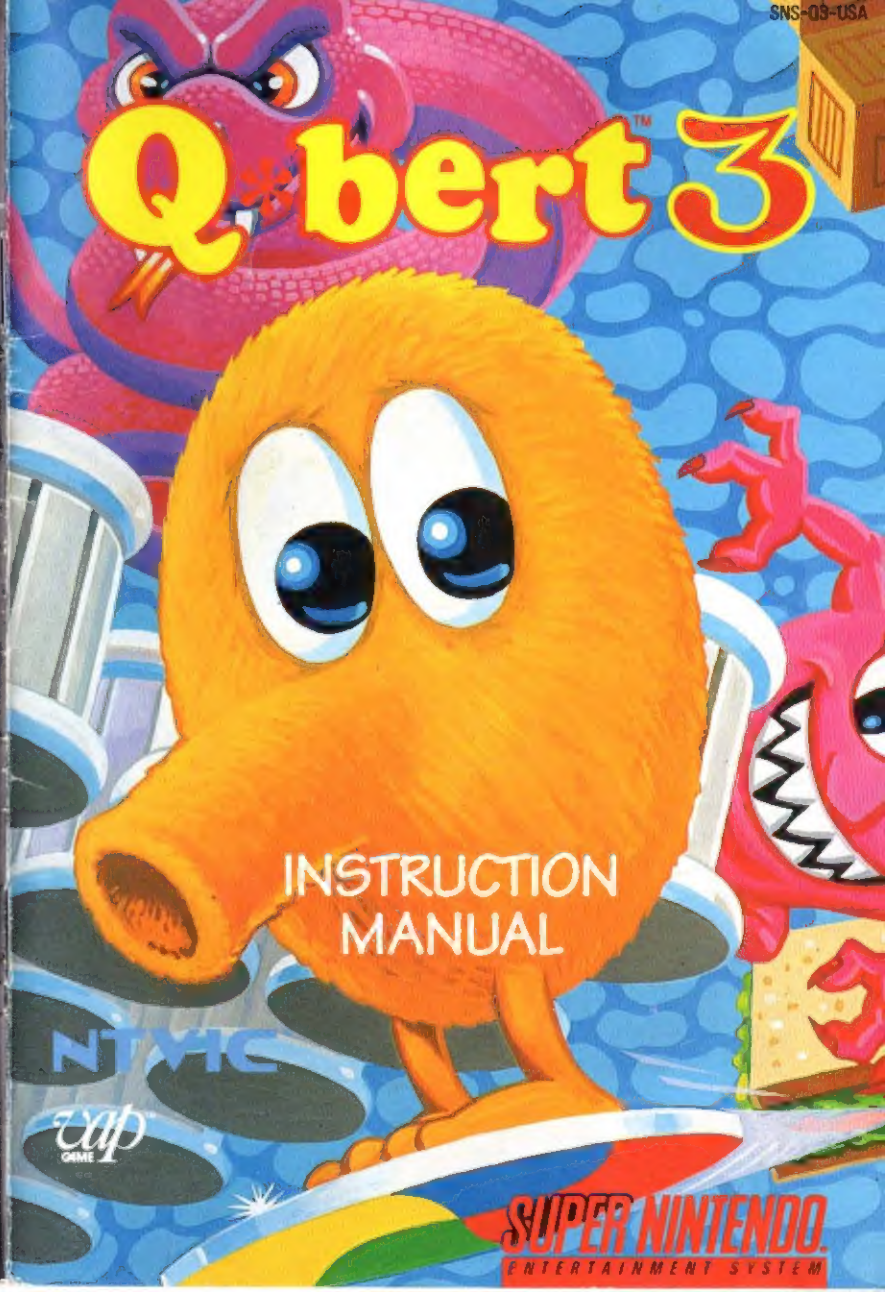
Q*bert 3™



INSTRUCTION MANUAL

NTVIC

Taxi GAME

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for purchasing Q*BERT 3 from NTVIC for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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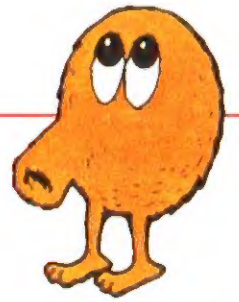
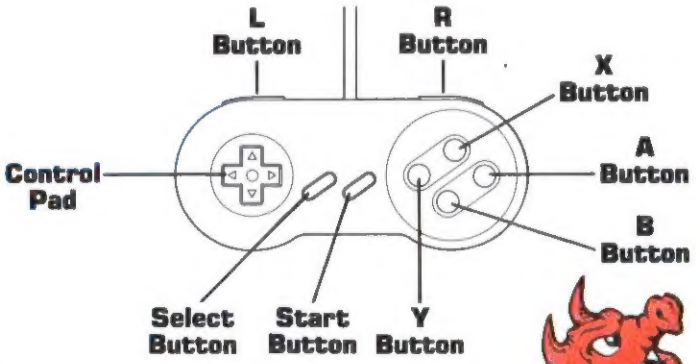


Q*BERT IS BACK!

Just when you thought it was safe to go hopping around on a pyramid...! Q*BERT 3 takes the classic Q*BERT arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. You control Q*BERT as he tries to clear screen after screen while being chased by a wild bunch of crafty characters. You'll encounter the old familiar cast, along with a whole universe of new enemies, obstacles and items. And in Q*BERT 3, Q*BERT's classic pyramid is only one of over 100 differently-shaped play-fields. You'll find level after level of new and unique challenges!

STARTING THE GAME

Put the Q*BERT 3 Game Pak in the Super NES and turn the power on. When the TITLE SCREEN appears, select either 1 PLAYER START, 2 PLAYER START, or OPTIONS by moving the Control Pad up and down; then press START.



GAME OPTIONS

From the OPTIONS screen, you can select certain game options. Move the blinking Q*BERT cursor up and down with the Control Pad to select which option you want to set; then move the blinking cursor left and right with the Control Pad to select the setting of each option. The options are:

Music On/Off

Turns the music during the game on or off, leaving the sounds on. (On default.)

Stereo/Mono

Plays music in stereo or mono, depending on how your TV is hooked up. (Mono by default.)

Backgrounds On/Off

Turns off the colorful background behind Q*BERT during gameplay. (On default.)

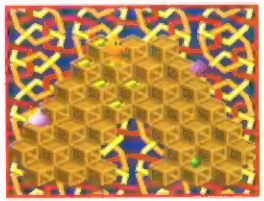
Controls

Select the button presses required to make Q*BERT jump around the board. Choose one of four different ways to hold the Super NES Control Pad, whichever is most comfortable to use. The diagram on the screen shows which buttons are used to make Q*BERT jump in each direction.

Press START from the OPTIONS screen to return to the TITLE screen.

HOW TO PLAY

You control Q*BERT as he hops from surface to surface on a stack of cubes. Hopping on a surface changes its color. Stay on the board! Hopping off the board results in a disastrous plummet! To finish a round, you must make all of the surfaces of the stack of cubes match a target color. Once a round has been finished, Q*BERT goes on to a new round, with a different shaped board.



Sounds easy? At first, it is, because Q*BERT needs only to land on each cube at least once to make it reach the target color. But, after every four rounds, a new level starts, and the rules change!

In level 2, Q*BERT must land on each cube at least *twice* to make it reach the target color. In level 5, he must land on each cube exactly once (landing on it again changes it back from the target color). In level 6, exactly twice! And after that...!

Pausing The Game/ Playfield Overview

Press the START button during the game play to pause the game. When you pause the game, an overview of the entire board will appear, showing you where Q*BERT is; which squares still need to be changed to the target color; and the location of each of the remaining disks. Press START again to resume play.

GAME OVER AND CONTINUE

Q*BERT starts the game with five lives. Q*BERT is awarded an extra life at 5,000 points, and another extra life after each subsequent 15,000 points.

Game Over

The game is over when Q*BERT runs out of lives. If your score is one of the 8 highest, you are invited to enter your name onto the High Score list. Select the letter by pressing up and down on the Control Pad; move on to the next letter or back up to the previous letter by pressing right and left on the Control Pad; when finished, press START.

Continue/End

When the game is over, you will be invited to CONTINUE playing at the beginning of the level most recently started (your score is reset to 0); or you may elect to END the game, and start from scratch (to try to maximize your own score). Select either CONTINUE or END by pressing right or left on the Control Pad, and press START.

ENEMIES AND OTHER CHARACTERS

All the while, Q*BERT must avoid and/or thwart a variety of characters jumping around the board with him. These enemies may inadvertently conk him on the head; may chase him relentlessly (or accidentally!); or may change the squares back from the color Q*BERT set them to!

Enemies Q*BERT Must Avoid

BAD BALL - Falls from top to bottom.

COILY BALL - Falls from top to bottom; when it reaches the bottom, it turns into Coily.

COILY - Chases Q*BERT anywhere he goes on the board.

UGG & WRONG-WAY - These guys live in another dimension, where the ***sides*** of the cubes are the ***surfaces***, and they fall "across" the board – but Q*BERT must avoid them all the same.

LEFTY & RIGHTY - Traverse the board in left and right circles.

FROGG - Chases Q*BERT anywhere he goes on the board.

TOP HAT & DERBY - Jump in fixed positions.

BEACON - Shoots fast red mini-balls.

Characters Q*BERT Can Catch

SAM & SLICK - Fall from top to bottom, changing the color of the cubes they land on.

HELPFUL ITEMS

Freeze Ball

Catching the Freeze Ball causes all of the other characters on the board to freeze while Q*BERT can safely hop wherever he wants.

Fruit

Catch Apples, Cherries and Strawberries for extra points.

Flying Disks

Q*BERT must stay on the board, but can jump off the board onto a Disk, which will float Q*BERT to a spot somewhere on the board. After they are used, Disks go away.

Permanent Disks

Some Disks can be re-used again and again to get from place to place.

Hint: Lure Coily to his demise by hopping onto a disk while Coily is following Q*BERT! When this happens, most of the other characters are whisked off the board, giving Q*BERT precious moments to hop unhindered by his foes.

SCORING

Q*BERT is given 15 points for each square he jumps on, or 25 points for making the square change to the target color. Other points are awarded for:

FREEZE BALL - 100 points when caught.
SAM & SLICK - 300 points when caught.
COILY - 500 points for luring Coily into jumping off the board.
STRAWBERRY - 500 points.
APPLE - 1000 points.
CHERRIES - 2500 points.

BONUS POINTS are awarded when Q*BERT finishes a round. The first round gives Q*BERT 750 points; on each subsequent round, the bonus increases by 250 points, to a maximum of 5000 points!

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